

# Simulation Operations

Fall 2004 / Volume 1 / Issue 4

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## The Future of Army Models and Simulations and FA 57

**W.H. (Dell) Lunceford, Jr.**

*At the time of writing, W.H. (Dell) Lunceford, Jr., was the Director of the Battle Command, Simulation and Experimentation Directorate (previously the Army Model and Simulation Office). Mr. Lunceford is currently retired, enjoying some long-anticipated world travel.*



My time as the director of the Army Model and Simulation Office (AMSO) has always been challenging, often frustrating, but always rewarding. This is in part because there is only so much a headquarters office can do. In some ways it was a hard decision to leave because many of the tasks that I had hoped to complete before leaving remain undone. In retrospect, however, this should have been expected, because much of what occurs at the headquarters level is long range. This is especially true if the mission is one of vision and change.

The CP36 program is a perfect example. The goal of that program is to provide a mechanism to allow for the continued professional improvement of the civilian model and simulation (M&S) workforce. The program is well laid out, funded for the most part, and well led by the Simulation Operations division within AMSO. Will it work? Only time will tell. The huge effort that it took to put the CP36 program in place is based on faith as much as anything else, and it could take ten years to know for sure.

... continued on page 2

## Virtual History to Help Train for the Future

### Danger Forward: A Division Simulation Operations Officer's Experience in Iraq

**MAJ Scott Znamenacek**

*MAJ Scott Znamenacek is currently serving as the G-3, Chief of Simulations & Exercises, and as the Task Force Danger Historian for HQ, 1st Infantry Division, Forward Operating Base Danger, in Tikrit, Iraq. MAJ Znamenacek is also the proponent for the 1st Infantry Division's Virtual History Project.*

In February 2004, the 1st Infantry Division left Germany, deploying to Kuwait and beginning its journey north into Iraq. Since that time, Task Force Danger has continued to lay the groundwork for the return of power to the Iraqi people and the struggle to eliminate the threat of anti-Iraqi elements.

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The Functional Area (FA) 57 program is showing results much faster, but we had a head start in that there was already a fledgling program in place when we began the restructuring over three years ago. Still, I believe that the FA 57 community has not yet hit its full stride. FA 57 still has some maturing to do with respect to its ultimate mission, not just the FA 57's role as a simulation operations officer and

a warfighter, but also the FA 57's emerging role in battle command. I don't believe that the Army, as a whole, has fully come to grips yet with what an information-centric force and force structure should look like. And to be fair, it will take years of experimentation, practice, and guesswork to understand it. The FA 57 community, however, is well on the track of gaining practical insights, and responding to grand challenges: How to continue to mature the concepts of an information-centric Army; how to continue to reinvent itself as it learns more; and, most important, how it helps the Army, at large, understand it all.

A recent issue of *Simulation Technology Magazine* (vol. 7, issue 2) has a short article I wrote on my views of where FA 57 is in terms of M&S technology. In that article, I commented that it was only sixty-six years between the first trans-U.S. automobile trip and Apollo 11's historic moon landing. When I first started in the government thirty years ago, digital computers were just beginning to make inroads into training simulations. Most systems were either all custom hardware or used some type of analog computer (those mechanical, rotating squirrel cage timing clocks were a thing to watch!). The advent of SIMNET was about fifteen years ago. Three to five years ago, desktop computers and graphics cards became so powerful that they have just about put most CGI companies out of business. Last year, we delivered a training system to the Infantry School that was so good it became a top-prize winner and top-selling X-box game. What will the next five years hold for FA 57? Will the commercial sector become so viable that custom M&S software will be replaced mostly by off-the-shelf products? How will the Army take advantage of all this capability? How will the Army integrate new technology into its training and analysis systems and battle command systems? What will you as an FA 57 professional do to help the Army come to grips with all this change?

In the end, it is the soldiers and staff in the field—the guys that do the day-to-day work—that must make the change. The FA 57 professionals are the ones who bridge technology, applications, and need. It is the commitment, quality, and professionalism of the FA 57 workforce that has made my time as the FA 57 Proponent so rewarding. I look forward to following your progress over the upcoming years to see how well you have accepted this challenging mission and have been able to help the Army adapt to its new tasks and missions. ★

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## Diverse Roles for a Simulation Operations Officer

Since being deployed to Iraq, the experiences of the 1st Infantry Division, Forward Operating Base Danger, have been diverse to say the least. As the Division G-3 and the Task Force Danger Historian for Headquarters, I have learned how the skills and experiences of simulation operations officers can augment the effectiveness of the staff as a whole.

Prior to the unit's deployment, the Division G-3 needed to establish the role of the simulation operations officer during combat operations. Due to the operational expertise that simulation operations officers must maintain, it was logical to assign simulation operations officers to such postings as a command post battle Major or a division liaison officer.

During the month prior to the 1st Infantry Division's transfer of authority with the 4th Infantry Division, I was initially assigned as the Division's Liaison Officer to CJTF-7 in Baghdad, shortly followed by a new assignment as the DMAIN Command Pit Battle Major, a role I had performed during ramp-up exercises in Germany. After nearly two months in that position, the Division G-3 decided that the Division simulation operations officers would also be assigned the responsibilities of the Division historian, and, in addition, take the lead for recording all Division-level after action reviews and lessons learned.

As the task force historian, it has been a challenge to effectively record everything that occurs within the boundaries of the 1st Infantry Division's area of operations. My skills as a simulation operations officer to process data and provide analysis have proven to be invaluable in this job. In addition, I continue to look for innovative ways to integrate simulations into the Division's daily operations.

## Virtual History Project

The missions undertaken by the 1st Infantry Division since it deployed to Iraq are significant to not only the history of the unit, but also to the history of the Army. Taking advantage of the information I have recorded as a historian and my skills as a simulation operations officer, I am working with the United States Army, Europe (USAREUR) Directorate of Simulations—Forward (DOS-F) as the proponent for the Virtual History Model. This project was developed from a Division requirement to create a virtual environment to simulate battles and small unit actions that the 1st Infantry Division had fought in Iraq. The goal of the Virtual History Model is to use modern tools to recreate significant operations that have occurred in the Task Force Danger battlespace. (This effort is similar to that of the SIMNET-based Battle of 73 Easting that was constructed after Operation Desert Storm.) In addition, the 1st Infantry Division's G-3/Simulations & Exercises Section is attempting to package these processes so that in the future, simulation operations officers can have a simulations capability that is forward of the Battle Simulation Centers.

The hardware/software model used for the Virtual History Model was proposed by COL(R) Wade Becnel and originally termed the Rapid Rehearsal Capability. This concept was used to facilitate the initiation and implementation of the virtual and constructive requirements of the project. After discussions with Tom Lasch, Chief of Modeling and Simulations, DOS-F, he and I realized

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*The missions undertaken by the 1st Infantry Division since it deployed to Iraq are significant to not only the history of the unit, but also to the history of the Army.*

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*(Cover photo) 1st Infantry Division Main Command Post Entrance, Forward Operating Base Danger, Tikrit, Iraq (Photo courtesy of MAJ Scott Znamenacek)*

*Al Fuquaar Palace/1st Infantry Division Main Command Post, Forward Operating Base Danger, Tikrit, Iraq (Photo courtesy of 1st Infantry Division Public Affairs Office)*



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## Get a Seat in the Right Seat

### **Darryl Hackett**

*Darryl Hackett is a senior military analyst for Alion Science and Technology, supporting the Battle Command, Simulation, and Experimentation Directorate.*

The Simulation Operations Proponent Division announces the opportunity for FA 57s and government civilians involved in M&S to participate in the Right Seat Ride Program at the National Training Center, Ft. Irwin, California. A typical NTC rotation is a thirty-one-day rotation composed of three periods: five days of reception, staging, and onward integration; fourteen training days; and twelve regeneration days. The intent is to provide participants with an opportunity to spend approximately five to seven days of their rotation experiencing the art of the possible in Live, Virtual, and Constructive simulations in support of training and military operations. Participants will spend time in the box and at the Tactical Analysis Facility. Three to four seats are available per rotation. To learn more about the Right Seat Ride Program and to sign up for this great training opportunity, email the Battle Command, Simulation, and Experimentation Directorate at [sim-ops@hqda.army.mil](mailto:sim-ops@hqda.army.mil). ★

that the capability to implement the Virtual History Project was available and that it was just a matter of producing a proof of concept to validate the plan. The plan is for DOS-F in Germany to use storyboards built by in-theater units and battlefield narratives collected by the units in the field to create databases for both Joint Conflict and Tactical Simulation (JCATS) and the Virtual Reality Scene Generator (VRSG) for the locations in which the actions took place. The battle would be fought in JCATS and recorded in AnalySim. The events could be replayed through both the JCATS Plan View Display or VRSG. The log file playback would then be recorded into an MPEG-, AVI-, or DVD-compatible format for future viewing.

The system requirements for this simulation package, as discussed with DOS-F, include:

- JCATS simulation (a JCATS server with a DIS bridge and approximately three to four client workstations)
- JCATS simulation database, also known as the Fplan (the Fplan uses the organization and makeup of the friendly and enemy forces at the time of contact to recreate a platoon-size battle)
- VRSG, which would be on the same DIS network as the JCATS DIS bridge, along with the video recording software
- AnalySim, which would be limited to recording and playback of log files in a DIS format
- Detailed JCATS and VRSG terrain databases built by TerraSim. These visual models, displayed by VRSG, are mapped from the entity state protocol data units (PDUs) from the log file, and are modified to reflect details of forces on the battlefield.

DOS-F has determined various transit case configurations to allow the system to be deployable in both desktop and laptop configurations. The number of support personnel required to deploy with this system would vary based on their experience and the overall requirements from the unit. If this capability can be deployed to forward locations, it will give unit commanders new tools to “see the battlefield.”

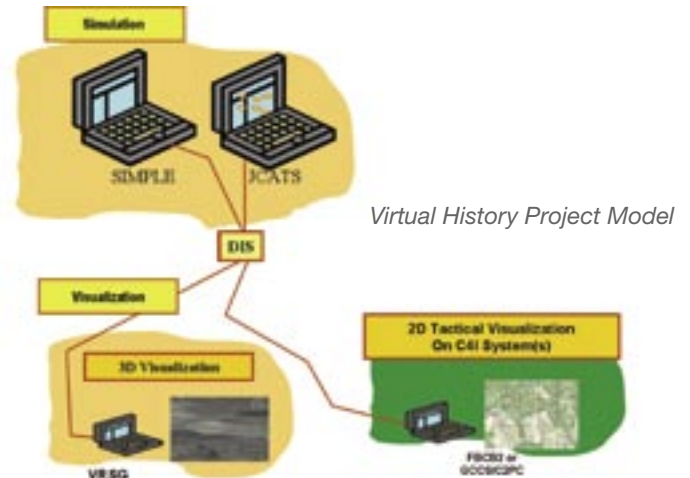
The 1st Infantry Division G-3/Simulations & Exercises Section and USAREUR DOS-F completed an initial demo of a TF 2-2 Infantry action in Baqubah in April 2004 and are working on revisions to the model at this time. The final version of this product will be used in interactive displays in the Operation Iraqi Freedom exhibit in the 1st Infantry Division Museum, Wuerzburg, Germany. (Construction of the new exhibit is scheduled to begin in October 2004 and be completed by January 2005. Although the Virtual History Project is not scheduled for deployment at this time, the hardware and software packages are available for future deployments.)

## Training for Today and Tomorrow

In the world of simulations, soldiers often find themselves training for the battles of today and predicting what they may encounter in the future. Using data collected from small unit actions that occurred within Task Force Danger’s area of operations on a daily basis, the Virtual History Project fulfills three distinct requirements:



- The history of the unit is preserved utilizing a virtual environment. In the future, this information can assist researchers and help museum visitors visualize the events of Operation Iraqi Freedom as they happened.
- A virtual after action review tool is created, allowing units to examine past actions from multiple perspectives to correct tactical deficiencies and determine better methods to conduct operations.
- The Virtual History Project can be used as a tool to train new leaders. By utilizing the JCATS database, new leaders can be placed into a virtual environment to let them experience the scenario and fight the battle from the same start point. The results can be compared and contrasted against the results of the real-world scenario used to build the database.



As we strive to develop our roles and responsibilities in our various units, one theme remains clear. All simulation operations officers must remain operationally knowledgeable. Whether working closer to operations or planning, commanders and staff look to simulation operations officers not just for simulations support, but also for operational solutions. All simulation operations officers must maintain their proficiency in operational areas as well as simulation areas, because tomorrow they may be called upon to provide those solutions. ★




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*In the world of simulations, soldiers often find themselves training for the battles of today and predicting what they may encounter in the future.*

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# 1/25 Units Use BCST to Train at Ft. Lewis

## LVC PoP to Train Units on Urban Terrain

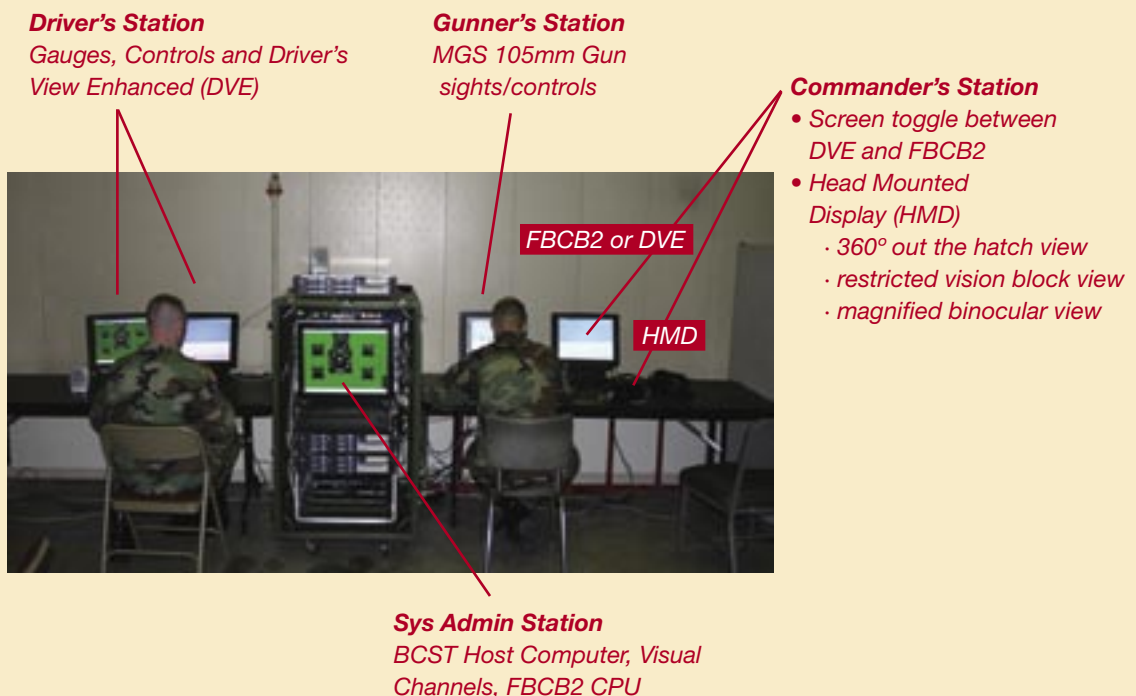
**Bruce W. Uphoff (MAJ, USA-Ret.)**

*Mr. Uphoff is the Chief of Live-Virtual-Constructive Integration, Futures Integration Directorate, National Simulation Center, at Ft. Leavenworth, Kansas.*

## PoP Training Objectives

Units from the 1/25th Infantry Stryker Brigade Combat Team 2 (SBCT2) conducted training last July during a proof-of-principle (PoP) of a Home Station Live-Virtual-Constructive (LVC) capability at Ft. Lewis' Leschi Town—the Army's largest urban combat training center. The unit's training objectives focused on battle command for the SBCT Infantry Rifle Company in support of security operations and cordon and search. The company operations were focused in and around the Leschi Town MOUT (military operations in urban terrain) site, with eighteen Stryker infantry carrier vehicles (ICVs), and approximately 180 dismounted soldiers, opposing forces, and civilians on the battlefield (COB). The participants' instruments for the PoP were Cubic Defense Systems' DSTAR Live Instrumentation System. The infantry platoons conducting operations in Leschi Town were supported by the Mobile Gun System (MGS) platoon operating in the Virtual environment via the Battle Command Skills Trainer (BCST). The BCST was also used in a Stryker Command Variant (CV) mock-up for the SBCT Battalion Tactical Command Post, demonstrating the value of placing leaders, in this case the 3-21 Infantry Battalion Commander, in the Virtual environment. The PoP used Constructive simulations and C4I interfaces (Joint Conflict and Tactical Simulation [JCATS], Scaleable Entity Level Simulation [SELS], Simulation-C4I Interchange Module for Plans, Logistics, Exercises [SIM-PLE]) to portray the remainder of the SBCT and additional OPFOR/COB.

Desktop setup of the BCST, a rack-mounted system that is deployable and offers a plug-and-train capability for Virtual mock-up configurations of the Stryker, HMMWV, Abrams, or Bradley fighting vehicle. (Photo courtesy of Bruce W. Uphoff.)



## LVC Accomplishments

The unit achieved significant accomplishments in all areas. For example, in the Live environment:

- The unit achieved a one-way feed of instrumented entities into the Virtual and Constructive environments, with unique representations for friendly and enemy forces and civilians.
- Live-Live engagements (fire and detonations) were able to be tracked using the Vision XXI AAR system. Live-Live engagements were also able to be seen in Virtual (e.g., BCST) and Constructive (e.g., JCATS, SELS) simulations.
- The Live feed was able to reflect the minimum of two health states (alive or dead) for instrumented entities.
- The Live player Situational Awareness (SA)—the position reports for friendly systems—for the eighteen Stryker systems was generated on the Force XXI Battle Command Brigade (FBCB2) surrogate systems on the tactical land local area network (TACLAN) line supported by Virtual and Constructive simulations.

In the Virtual environment, the units demonstrated:

- The ability to operate several BCST simultaneously on the simulation network.
- The BCST AAR capability, with the ability to selectively “eavesdrop” on any system’s visual channel view (e.g., commander, platoon leader, driver, gunner) during execution and playback.
- The ability to correctly project Live entity locations and orientation at Leschi Town onto a specified area of the Baghdad virtual terrain database.
- The value-added of the Virtual environment simulation to enable MGS platoon drills and the battalion commander Virtual view of the battlespace in the Battalion Tactical CV mock-up.

In the Constructive environment, the PoP enabled the unit to:

- Provide effective 3500-plus entity simulation wrap-around for company Live-Virtual operations in and around Leschi Town.
- Demonstrate the ability to track Live and Virtual entities in the Constructive environment. JCATS screen captures were integrated into unit AAR products.
- Conduct two-way fires interactions, which were injected effectively through the use of SELS. These interactions were initiated through the SELS graphical unit interface and via an Advanced Tactical Artillery Tactical Data System at the Tactical Command Post.

## Lessons Learned

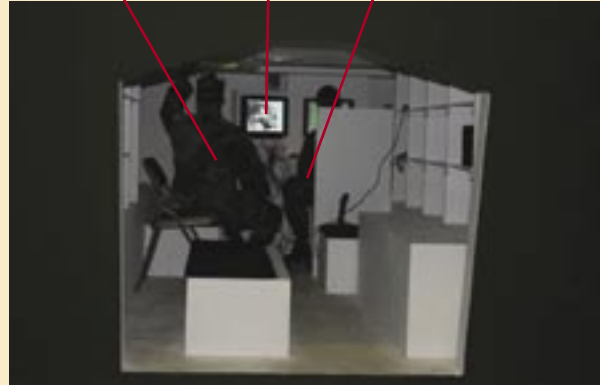
The SBCT2 PoP exercise also yielded many lessons learned for the Army’s LVC capability. For example, in the Live environment:

- More time and effort is needed to achieve all required unique entity and munitions enumerations for battalion- and brigade- level scenarios.

**Platoon Leader**  
Wearing HMD

**FBCB2**

**Gunner**



*Platoon leader and gunner in a Stryker CV mockup, configured as the platoon leader’s MGS. The screen views show the FBCB2 (left) and the gunner’s sight picture (right). The platoon leader is wearing the head-mounted 3D (360° view) viewer. (Photo courtesy of Bruce W. Uphoff.)*

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*The unit’s training objectives focused on battle command for the SBCT Infantry Rifle Company in support of security operations and cordon and search.*

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- In the Virtual environment, the unit learned that:

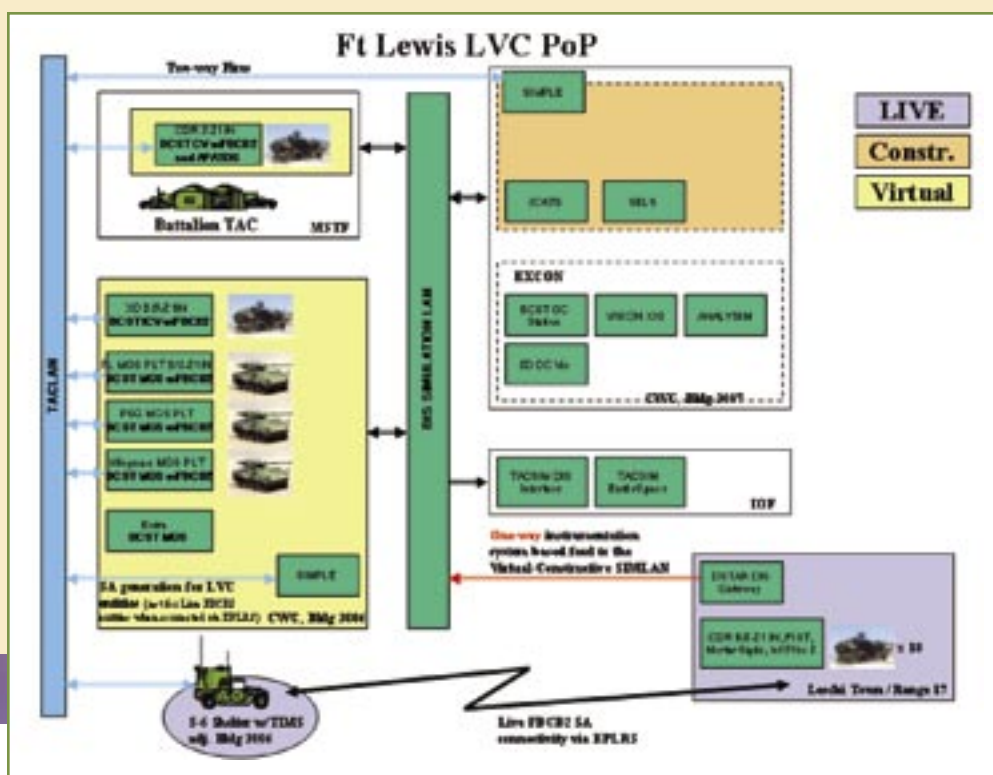
- In the Constructive environment, the units learned that:

- For the next event, the battalion- and brigade-level staffs will require other Army battle command systems to include a Global Command and Control System–Army (GCCS-A) feed. (The C4I simulation was limited to available systems—AFATDS and FBCB2.)
- Database synchronization with Virtual and Live components for enumerations. Probability of Hit/Probability of Kills (Ph/Pk), etc., is required.

During the LVC PoP exercise, B Company, 3-21 Infantry, was able to effectively train its identified tactical tasks in the Live environment, while receiving additional SA feed for the remainder of the battalion and brigade (in Virtual-Constructive simulations) via their Live FBCB2. The LVC environment did not hinder the com-

pany in accomplishing their training objectives, and the 3-21 Infantry Commander held the opinion that the environment provided strong potential for enhanced full-up Battalion/Battle Command team (BN/BCT) Command Post Battle Command training. The LVC PoP architecture was a great first step toward achieving a LVC capability at Home Station that prepares units for CTC rotation and deployment, but it needs to extend in capability in several areas—including the Live instrumentation system, Virtual-Constructive simulations, and unit communications/Army Battle Command System (ABCS)—to adequately support a BN/BCT-level LVC event. ★

## Ft. Lewis LVC Proof-of-Principle Architecture





# Fewer Moves Ahead for Army Officers

## DDS Helps Army Plan Officer Moves

The Army's Human Resources Command (HRC) is using a new system for officer assignments: the Dynamic Distribution System (DDS). This system is designed to help us better distribute officers according to the G-1's published manning priorities. The system identifies where the Army needs officers (by priority) and identifies potential organizations from which to pull officers to meet the requirements. The needs of the Army, along with an officer's skills and experiences, now better drive the assignment process. The "Date of Availability" on an Officer's Record Brief is no longer what determines an officer's availability.

## DDS Offers Fewer Moves, Greater Stability

Most of the officer moves that are expected over the next twelve months will be driven by new positions that have been added to the Force Structure (e.g., modular requirements such as the Aviation Units of Action) and officers requiring professional military education (e.g., Intermediate Level Education (ILE), Advanced Operations and Warfighting Course (AOWC), or Senior Service College (SSC). HRC will not move any officers unless there is a valid discretionary or nondiscretionary reason to do so. Once an officer is in the valid priority position, he or she will remain in that position until there is a driving reason to move the officer. HRC will not move an officer because an arbitrary time period has passed. It will no longer be unusual for an officer to serve four years in a location where he or she can continue to meet the Army's FA 57 requirements at his or her current grade level. (Having moved forty-seven of the approximately 100 FA 57 officers within the past twelve months or so, the Army has already handled the largest part of the burden for meeting requirements and shifting positions.)

## Discretionary vs. Nondiscretionary

A nondiscretionary move includes those moves that involve hard dates in an officer's career, such as a DEROS from an overseas assignment, a report date to a professional school, a graduation date from a school, DA selection, a USMA tour completion, a joint tour completion, a sequential assignment report date, or an ETS or retirement date.

A discretionary move includes those moves that are triggered by an assignment officer working to ensure an officer continues appropriate career development, such as an officer needs a new skill set, an officer's skills are no longer applicable to the current assignment, or where an officer is prepositioned for a career enhancing position (schools, etc.). Moves driven by the individual needs of the officer are also included in this category, such as EFMP considerations, joint domicile requests, compassionate reassignments, and personal preference.



## Check the Web

HRC will post on its web site the positions that are expected to be filled during the next fiscal year no later than 15 October 2004. The positions will range from the new positions created in the Army's force structure to positions that become open because of an officer's DE-ROS. As the next quarter of the fiscal year is approached, the list on the web site will be updated. Because there are a large number of positions being added this year and the Army remains short of its required number of officers, HRC expects to have to defer some of the new FA 57s from ILE and AOWC until after their next assignment.

## The Bottom Line for FA 57s

The "bottom line" for FA 57s is that if HRC doesn't have to move you, you won't be moved. Correspondingly, HRC may need to move you before you reach your availability date. In either case, assignment priorities remain the same: needs of the Army, professional development and officer preference tied to skills and experience. ★

*Point of contact is LTC Brian Bedell, Career Manager FA 57. He can be reached at [brian.bedell@us.army.mil](mailto:brian.bedell@us.army.mil).*

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*Improvements are needed across the entire test spectrum, from agent-simulation correlation studies and equipment upgrades to field-testing techniques.*

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## CADTS to Improve Testing of CB Detector Systems

**Lorraine Castillo, Arthur R. Maret, and Eddie Meadows**

*Lorraine Castillo is a project director for SFAE-PEOSTRI, Orlando, Florida. Arthur R. Maret, Ph.D., is a scientist for ATSS Inc., Orlando, Florida. Eddie Meadows is a systems engineer for ATSS Inc., Orlando, Florida.*

The location, identification, and tracking of chemical and biological (CB) hazards are a major concern for Homeland CB defense. Several advanced detector systems for both chemical and biological threats are being developed for the armed services. Because current test equipment and methodologies are inadequate to conduct a complete evaluation of these emerging detector systems, new testing technologies and evaluation methodologies must be developed. Improvements are needed across the entire test spectrum, from agent-simulation correlation studies and equipment upgrades to field-testing techniques.

The Contamination Avoidance Detector Test Suite (CADTS) is a four-year \$27 million project that is funded by the Central Test and Evaluation Investment Program under the auspices of the Director for Operational Test and Evaluation (DOT&E). (DOT&E is responsible to the Defense Department and Congress for the adequate testing of military hardware before it is released to the warfighter.)

Capabilities currently under development include the following:

- a LIDAR referee system for evaluating new standoff detectors
- a chamber with air curtain “windows” for testing optical standoff detectors
- a facility to render live biological agents inactive
- a polymerase chain reaction instrumentation system to quantify biological materials released during chamber and field tests
- a chamber with open ends that can generate and move a cloud under ambient atmospheric conditions, thus simulating a “controlled” field-test release.

Both chamber and field-testing of CB detectors is extremely expensive and very time-consuming.

CADTS is comprised of ten subprojects, each addressing specific short-term testing shortfalls. One CADTS subproject, the Active Dynamic Spectral Projector (ADSP), which was initiated in FY04, will reduce the need for laboratory testing with agents or simulants. The ADSP will synthetically generate the spectral characteristics of agents and simulants and then project this information on to the detector surface of the system under test (SUT). It is projected that the ADSP will be able to produce up to a dozen experimental runs in a single day, thus reducing cost and enhancing the ability to quickly provide information to the SUT program manager.

The CADTS project team continues to work diligently to coordinate its efforts with the diverse CB community within the Defense Department. In addition, the CADTS project team uses timely technology and requirements workshops to ensure that the CADTS subprojects will produce a high return on investment dollars. ★

## FA 57 Update: Roles and Functions

**MAJ Favio Lopez**

*MAJ Lopez is the Proponent Officer for Simulation Operations in the Battle Command, Simulation, and Experimentation Directorate, HQDA, G-3/5/7.*

The contemporary operating environment is flush with opportunity for application of modeling and simulation structures, systems, and tools to assist commanders and units in meeting the challenges of the military operations. Future Combat System, Objective OneSAF, Joint National Training Capability, Live-Virtual-Constructive—these concepts, capabilities, and systems are changing the way the Army trains and how its soldiers will fight. The questions are: How does the Army posture itself for the future? How will FA 57 roles change?

Fortunately, the roles, functions, and duties of the FA 57 will most likely not require any drastic changes. Learn, train, operate, and support actions will remain valid. In training, FA 57s will continue to support the commander and his staff by being experts in battle command systems and simulations to create the environments that prepare soldiers, leaders, and units for war. Recently, each division has been authorized two simulation operations officers. The roles of these FA 57s continue to focus on exercise planning. As an exercise planner, the FA 57 officer ensures that the unit commander's training objectives are met in the training environment. At another level, the simulation operations officer is also responsible for ensuring that simulation-to-C4ISR connectivity is achieved so that the unit training objectives are met.

Yet another task for the FA 57 officer is to assist the unit in applying the Army Digital Training Strategy in training battle command systems. During military operations, the role of the FA 57 will change; it must change. As a staff officer in the division, the FA 57 officer will continue to serve as directed by the commander. But as the Army develops deployable simulations tools, FA 57 officers will provide the capability for commanders to use simulations tools for mission planning, rehearsal, and after action review. What does the future hold? Today's FA 57s assigned as division staff officers will help shape the requirements for the tools and capabilities needed by the commanders during military operations.

In the near future, the proponent office will host an FA 57 conference. The purpose of the conference is to get to the issues that affect FA 57s as a branch and as individuals. The two- to three-day conference will be held in the spring; the location is still to be determined. Please email the FA 57 proponent staff at [sim-ops@hqda.army.mil](mailto:sim-ops@hqda.army.mil) with your input and suggestions. The FA 57 proponent staff looks forward to seeing you in the spring at the first annual FA 57 conference. ★



## CP36: Are We There Yet?

**Janet Walton**

*Janet Walton is a senior military analyst for Alion Science and Technology, supporting the Battle Command, Simulation, and Experimentation Directorate.*

The proponent office is in the final stage of coordination to establish Career Program 36 (CP36). The objective of CP36 is to provide a personnel program that produces and retains civilian modeling and simulation (M&S) professionals for current and future M&S needs across the TEMO, ACR and RDA domains. The CP36 program provides professional training, education, professional development, and experience in various aspects of M&S. CP36 is the civilian counterpart program to the Army's Functional Area 57 program for military officers.

For the latest information on CP36, visit the Battle Command, Simulation, and Experimentation Directorate (DAMO-SB) (formerly Army Model and Simulation Office) web site at [www.amso.army.mil](http://www.amso.army.mil). To view the Civilian M&S Programs page, on the left side of the page, under "BCSE Topics," select "Civ M&S Programs." To subscribe to the Civilian M&S Program Reflector, select "Community/Communications" on the Civilian M&S Programs page and follow the guidance provided to subscribe. ★



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Civilian Programs Manager . . . . . 703-604-0259 DSN 664  
FA 57 Assignment Officer . . . . . 703-325-8635 DSN 221  
Acquisition & Sustainment . . . . . 703-601-0009 DSN 329  
Education . . . . . 703-604-0234 DSN 664  
Force Structure . . . . . 703-604-0235 DSN 664  
USAR  
FA 57 Proponency Representative . . . . . 314-592-0000 Ext 2429 DSN 829  
FA 57 Career Management Officer . . . . . 314-592-3296 DSN 892

## Calendar of Events

Training and Leader Development GOSC	16–18 Nov 04	Fort Monroe, VA
I/ITSEC '04	6–9 Dec 04	Orlando, FL
FA 57 Education Working Group	8 Dec 04	Orlando, FL
Simulation Operations Course	10 Jan–18 Feb 05	Fort Belvoir, VA
FA 57 Simulation Conference	Spring 2005	To Be Announced
Simulation Operations Course	13 Jun–22 Jul 05	Fort Belvoir, VA

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